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MIG 29™
SOVIET FIGHTER

Written by

CODEMASTERS

published by

CODEMASTERS™

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IMPORTANT PRECAUTIONS

We recommend that you take a 10 to 20 minute break for every 2 hours of play. Also to avoid eye strain, play the game at a reasonable distance from the T.V.

DO NOT touch the connectors or get them wet or dirty.

DO NOT clean the game with benzene, alcohol, paint thinner or other such solvents.

DO NOT store the game in places that are very hot or very cold.

DO NOT hit it or drop it or attempt to take it apart.

DO NOT use on a FRONT OR REAR PROJECTOR TV.Projection TVs can be permanently damaged by displaying stationary screens or patterns, eg. a game in pause mode.

Camerica will not be held liable for any such damage. It is not a defect of the game, any stationary image can cause such damage.

➲Please contact your TV manufacturer for more information.

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Mig 29 Soviet Fighter™

MISSION BRIEFING

The characters and story in this book are fictional. Any resemblance to persons living or dead is purely coincidental.

On June the 8th 1984, **Colonel Crackov**, the KGB's most powerful commander, went missing, presumed dead, under mysterious circumstances. The loss was a tragic one for the USSR who mourned the loss of one of its most loyal servants.

Last recorded sighting of Colonel Crackov

In the following years, the USA and the USSR forged together a new era of peace and detente which brought the prospect of a world without conflict and a world without fear tantalizingly close.

All these hopes have now been dashed...

American and Soviet aircraft flying together on a peace mission, Colonel Crackov's plan is to bring back the old days of tension and conflict... He MUST be stopped!

Colonel Crackov did *not* die that fateful day in June. Instead he went into hiding. Disgusted by his masters attempts to find peace with the West, he stole away in the middle of the night, faking his death and vowing to revenge the betrayal.

Ready for action!

In the years from his disappearance he has built a *massive* private army equipped with weaponry stolen from both NATO and the Warsaw Pact and manned by a strong and fiercely loyal platoon of fellow communists who want to see their ideology returned and spread throughout the world. Now Colonel Crackov and his World Terrorist Army are ready to make their move.

In the next few weeks history will record that Colonel Crackov and the WTA have invaded Leamingtonia and now plan to spread throughout the Soviet Republic and beyond...

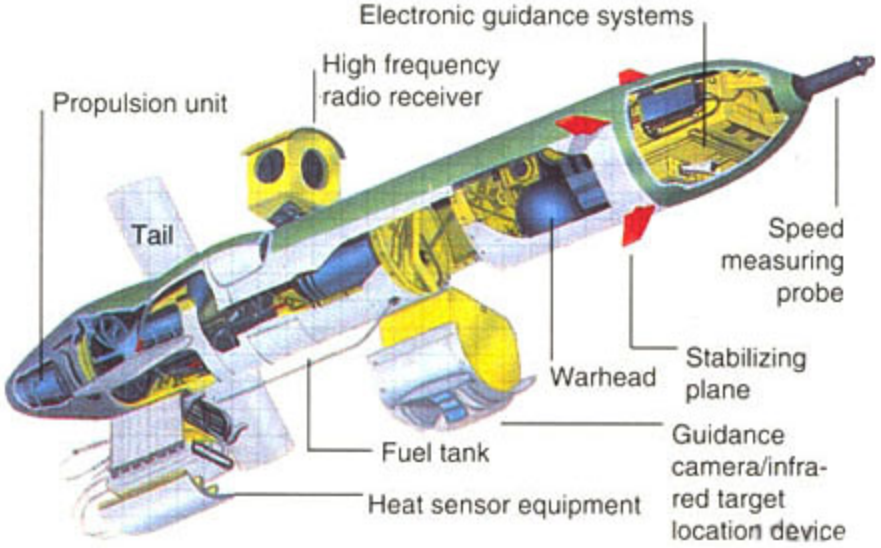
You are Yuri Nuriyev, KGB captain and Mig 29 Fulcrum pilot. You must fly in a new Security Force

MISSION BRIEFING

set up after the invasion by countries from the West and the East. *Your task is a difficult one.* In a world comfortable with peace you must combat the WTA. Only one outcome will satisfy the world - the defeat of Colonel Crackov and a return to harmony.

Good luck comrade!

Below: *an example of the extent of Crackov's weaponry, with the help of stolen plans, we were able to put together this artist's impression of a deadly cruise missile under development by the WTA*



GETTING STARTED...

When starting the game you will see an options screen,asking you whether you wish to play a *one player* or *two player share* game(see p.7) and also which control mode you prefer(see facing page). Once you have chosen, select, 'START GAME' to begin.

the options screen

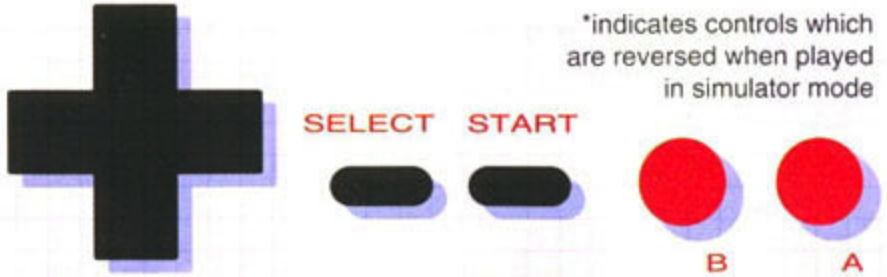
Air Combat

Close Combat

The battle against Crackov will take place over several specialized missions. In order to complete the different missions you will have to fly your Mig through several different combat scenarios.

There are two main types of flying that you will need to do, these are, *Air Combat*, and *Close Combat*(ground attack) -the controls for these are listed on the facing page, along with the controls for other sections.

QUICK REFERENCE CONTROLS

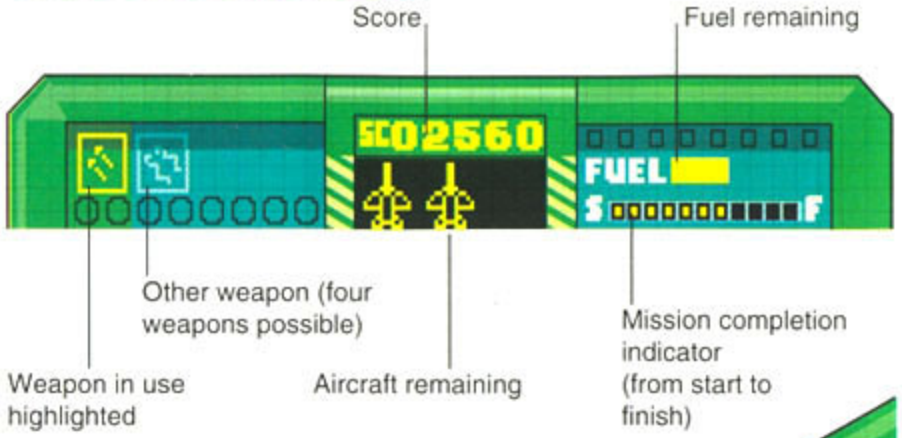


*indicates controls which are reversed when played in simulator mode

AIR COMBAT and enemy bomber sequences				
UP: climb* DOWN: dive* LEFT: move left RIGHT: move right	Select weapon if more than one available	Pause game	Select weapon if more than one available	Fire current weapon
CLOSE COMBAT				
UP: move up screen DOWN: move down screen LEFT: move left RIGHT: move right	Select weapon if more than one available	Pause game	Select weapon if more than one available	Fire current weapon
RE-FUELLING				
Same as air combat*	as above	as above	as above	no effect
LANDING				
UP: dive/DOWN:climb LEFT: move left RIGHT: move right	as above	as above	as above	no effect
ULTRA CLOSE COMBAT				
Same as cl. combat	as above	as above	as above	no effect

TWO PLAYER SHARE MODE

***One player* and *two player share* control panels...**



Two player share mode allows you to compete with another player for points. The game begins with four lives, but when one player dies, the other carries on where the other left off.

In this mode, the *panel* varies slightly, showing two scores in the score area, *P1* and *P2*(player one and two). To show whose turn it is, the *player indicators* will flash next to the players score.

-Player One will always go first.

WEAPONRY

Weapons are displayed on the left side of the panel. Only one is given to start with but at the end of each mission an extra weapon is awarded for your success.The SELECT or B buttons swap between the weapons shown. With each plane lost you will also lose a weapon, unless you only have the first weapon.

Using spiral missiles against ground targets

When your Mig is in close combat your missiles will automatically hit any land or sea-based targets as well as enemy aircraft.

WEAPONS DESCRIPTION

DOUBLE MISSILE: Although a basic weapon, it has a concentrated stream making it an excellent choice for hardened targets.

SPIRAL MISSILE: When fired, these missiles will spiral toward their targets making enemy helicopters less of a problem.

CLUSTER SPREAD: A triple firing weapon spreading in three directions, most effective against ground targets.

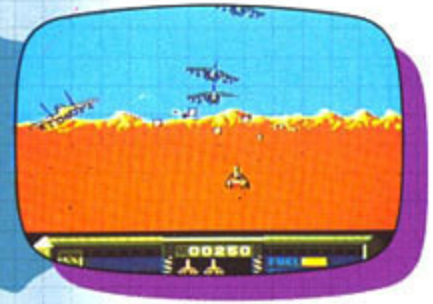
OPTIMUM: A good all-rounder especially useful against mixed enemy formations, a deadly combination of the other three weapons.

AIR COMBAT

Your first mission is a fairly straight forward one ... To hunt down and destroy a stolen soviet bomber. This mission will take place in *air combat mode*. Most of the aircraft you will be up against will be armed with basic guided missiles, though some will fire heat seekers at you -these can be out-manouvered until they explode.

Your first mission

Crackov has hundreds of fighter planes, all of which are aiming to blow you out of the sky. Learn their squadron patterns -this will enable you to pick them off as they approach. *Watch out for planes that swoop overhead from behind, these will crash into you and lose you a life if you don't keep low.*

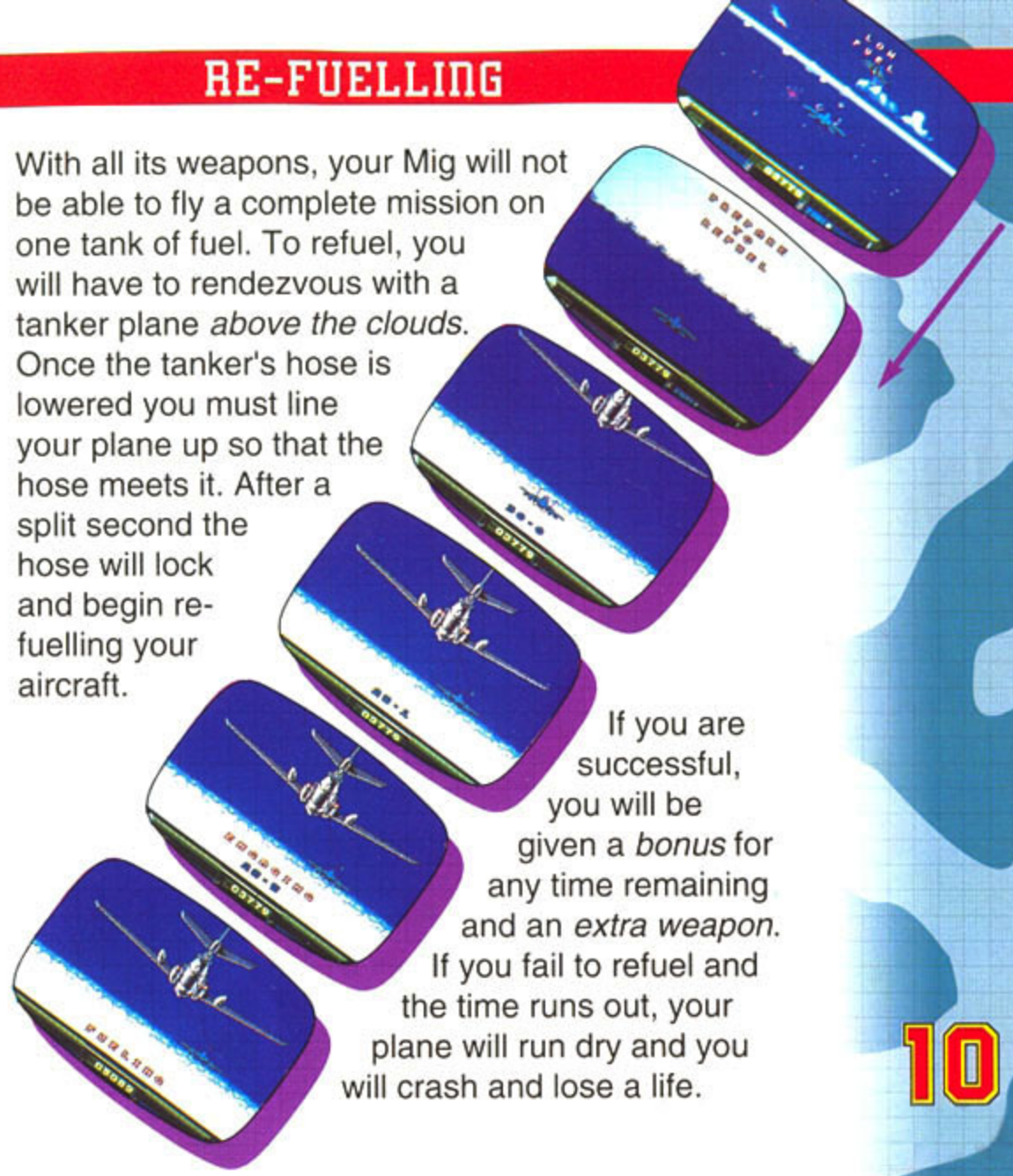


Evasive action!

In later missions you will have to over-fly tanks and rocket launchers that will fire at you from below, so be alert for these and ready to react when they fire -heat-seekers will become more accurate the further you progress.

RE-FUELLING

With all its weapons, your Mig will not be able to fly a complete mission on one tank of fuel. To refuel, you will have to rendezvous with a tanker plane *above the clouds*. Once the tanker's hose is lowered you must line your plane up so that the hose meets it. After a split second the hose will lock and begin re-fuelling your aircraft.



If you are successful, you will be given a *bonus* for any time remaining and an *extra weapon*. If you fail to refuel and the time runs out, your plane will run dry and you will crash and lose a life.

INTERCEPTING & LANDING

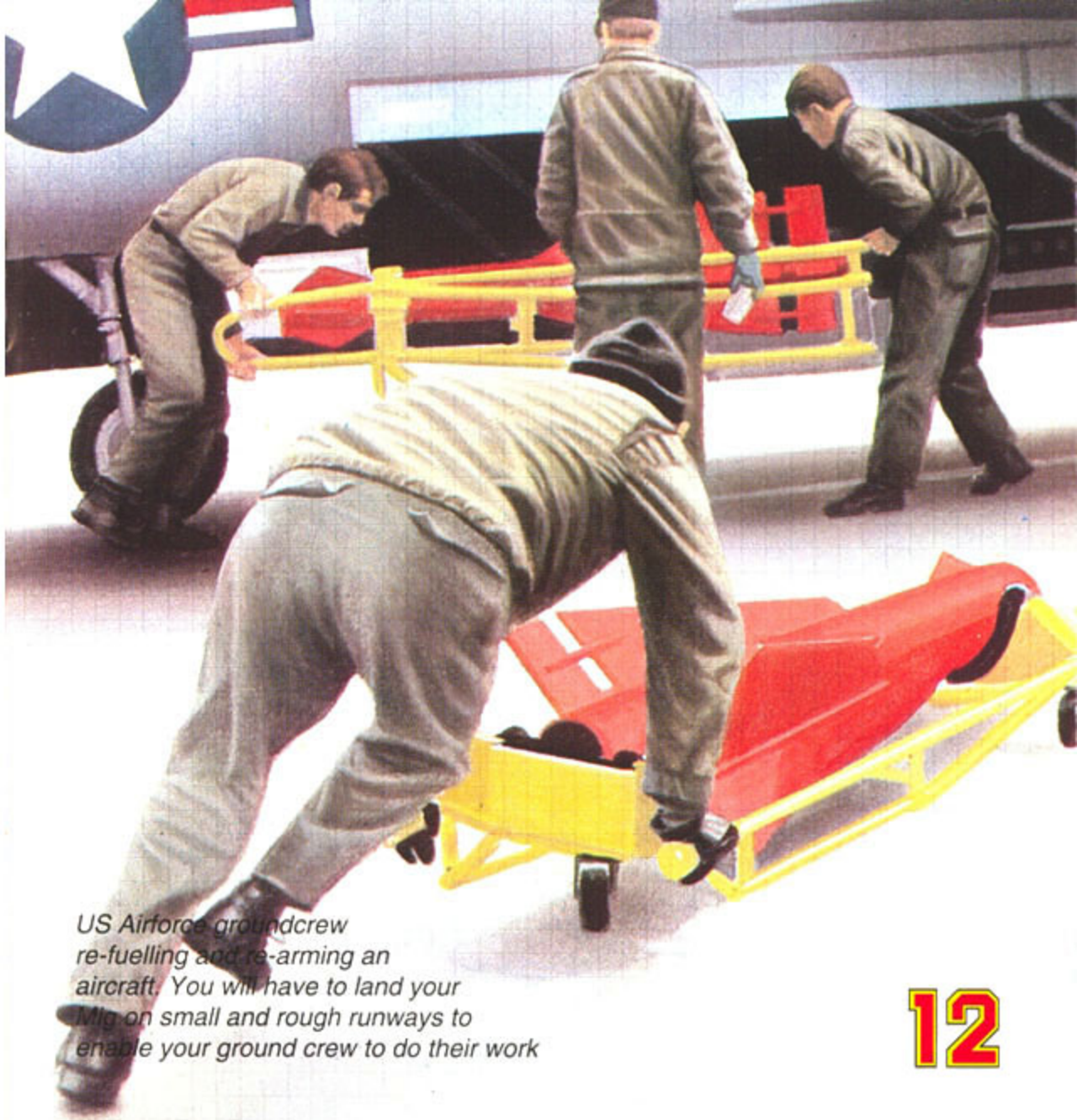
Intercept and Destroy!

ENEMY OVERHEAD means that one of Crackov's bombers(the stolen one in mission one) is above the clouds and in range of your aircraft. These must be intercepted and destroyed. Bombers will fire at you with their tail gun, some will even fire missiles.

To destroy these large aircraft you must stay close to them and shoot at the fuselage. If you drop down, you will not be able to hit the bomber, though this will be necessary at times to avoid heavy fire. Once the bomber is destroyed, you will be awarded an extra life and returned to *Air Combat* mode.

An arctic landing strip

When the mission has ended you will have to land your Mig at an airfield, some of these are makeshift runways, small and surrounded by trees. Landing on these can be difficult. If you succeed you will receive an extra weapon and a hits bonus... If you fail you will lose a life and begin the next mission, *unless that was your last life!*



US Airforce groundcrew re-fuelling and re-arming an aircraft. You will have to land your Mig on small and rough runways to enable your ground crew to do their work

CLOSE COMBAT

An explosive situation

Making a second attack

Some of the most difficult parts of your missions will be the close combat situations, these are where you really get caught up in the action, you'll have to dodge some very accurate Homing Missiles, Tank shells and artillery shells. You'll be closing in on Crackov all the time so there will swarms of aircraft to deal with too. You'll also have to overcome some fiercely defended large ground targets, some of these will need more than one pass to destroy. Your Mig will loop over these targets so you can have a second or even a third attack run!(see pictures)

Ultra close combat sections will call for you to fly dangerously low to intercept low flying targets. A special sight will appear ahead of your Mig, in which you must keep the target long enough for you missiles to get a fix.

The fate of future peace lies in your hands!

TIPS & TACTICS

Hit 'em Hard!

CLOSE COMBAT SECTIONS

Concentrate your fire on ground enemies (as opposed to planes) as their fire is more deadly. Some planes need many hits to kill them -use the *Double Missile* to kill them as it is more concentrated.

RE-FUELLING

Stay still -don't chase the hose, wait for it to come to you.

BIG BOMBERS

Go to the sides of the screen to draw their fire and then come in when they are undefended.

Critical hit!

INVINCIBILITY

After you have been killed you are invincible for a few seconds *-use this time to blast the enemy!*

LANDING

Stay high and dive down quickly when you are over the runway. You will survive all but the bumpiest landings, so long as you are on the runway.

Night Flight!!

SPECIAL HIDDEN FEATURES

Hidden in the game are a whole host of secret power-ups and a few other secret features, such as a night time mode -you might come across these accidentally or you could try finding some! They are activated in various different ways, or holding down certain key combinations at a particular time. Others are activated by entering special codes into the high scores table...

Top scoring Mig pilots!

CODEMASTERS™ HELPLINE - 1 900 RESTART

1 900 737 8278 ($1.75/$0.90)

Phone the *Codemasters Helpline* for Hints, Tips and Solutions for: *The Fantastic Adventures of Dizzy™, Bignose the Caveman™ and Quattro Adventure™ (Linus Spacehead™, Super Robinhood™, Treasure Island Dizzy™ and Boomerang Kid™)*

If you are under 18, you MUST have your parents permission.

Touchtone phones only.

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Three more Codemasters games available from Camerica.

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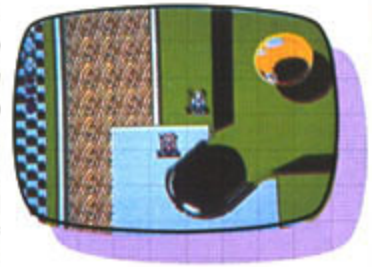

This is your chance to experience real life, high speed action scaled down to fantastic miniature. You can race formula one racing cars on a pool table, helicopters around the garden or boats around the bath tub. 11 individual characters and 9 kinds of Micromachines®. **This game is absolutely brilliant.**

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ABOUT CODEMASTERS AND ITS YOUNG FOUNDERS

David and Richard Darling started writing video games while they were in their early teens and still at school in England.

From these beginnings David and Richard became contract games authors. They wrote games for many major British software houses, and many of them turned out to be run away best sellers. The boys had by then realised that they had a natural talent for coming up with games that people really want to play!

David and Richard formed Codemasters, their own company, in October 1986. Within a year Codemasters was the best selling games software publisher in the UK. Codemasters has dominated UK charts.

Over thirty of the worlds best games people work at Codemasters global headquarters, a 96 acre farm in the heart of rural England. Codemasters has the resources, the expertise and the drive to bring you the very best in video game entertainment and that's exactly what Richard and David aim to do!

CAMERICA LIMITED INC., LIMITED WARRANTY

Camerica Limited Inc., ("CAMERICA") warrants to the original purchaser only of this Camerica game cartridge that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety(90) days from the date of purchase.
This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Camerica game cartridge has arisen through ABUSE, UNREASONABLE USE, MISTREATMENT OR NEGLECT.
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FCC INFORMATION

The device complies with Part 15 of the FCC Rules. Operations subject to the following two conditions.

❶ This device may not cause harmful interference and

❷ This device must accept any interference received including interference that may cause undesired operations.

This equipment has been tested and found to comply with the limits for a Class B Digital Device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. The equipment generates, uses and can radiate radio frequency energy and if not installed and used in accordance with the instructions may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does not cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Re-orient or relocate the receiving antenna.
- Increase the separation between the equipment and the receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio\tv technician for help.

This digital apparatus does not exceed the Class B limits for radio noise emissions from digital apparatus as set out in the radio interference regulations of the Canadian Department of Communications.